FIG. 1

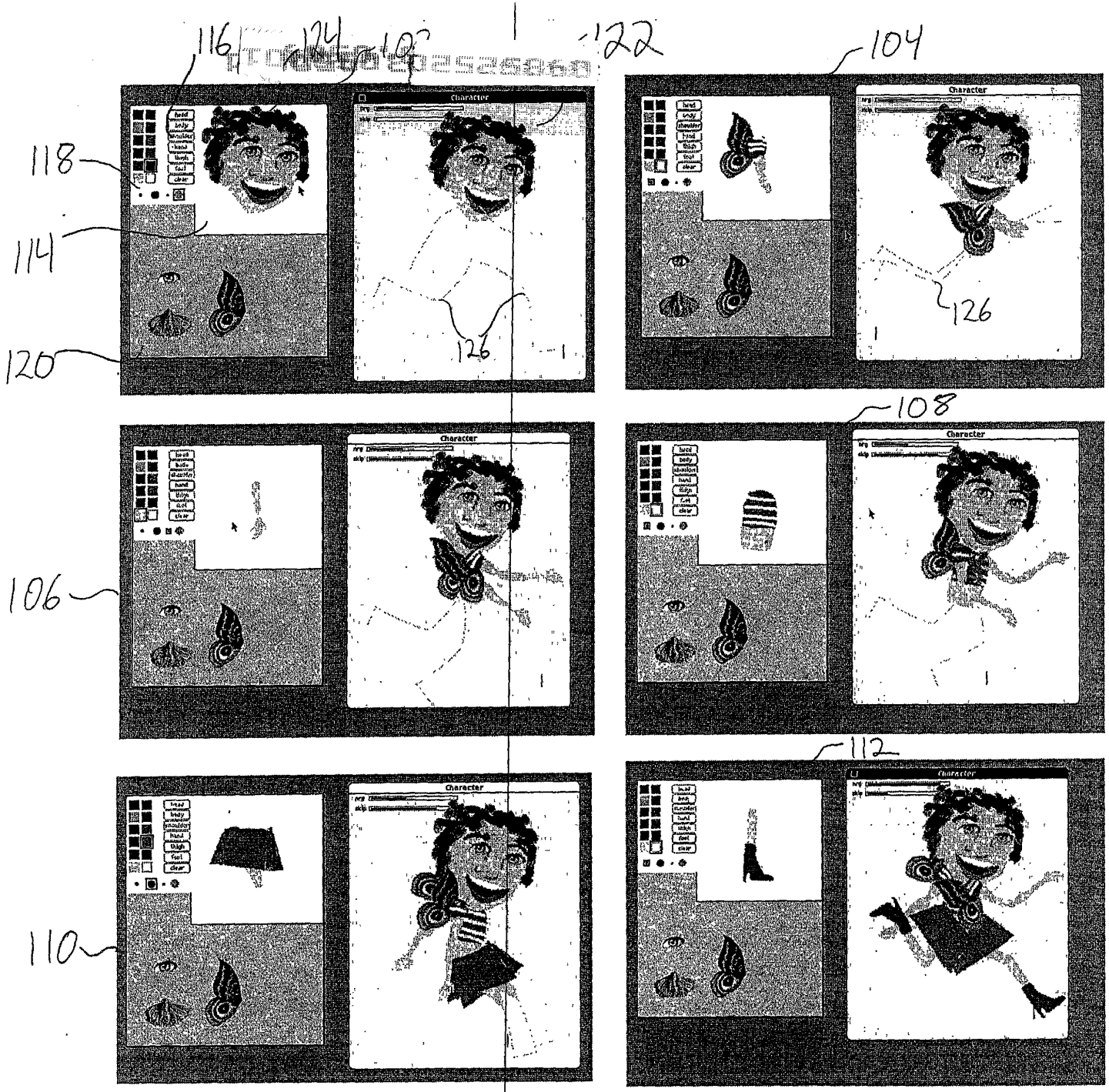

116
124
102
122
104
118
114
120
126
126
108
106
112
110
Character

FIG. 2

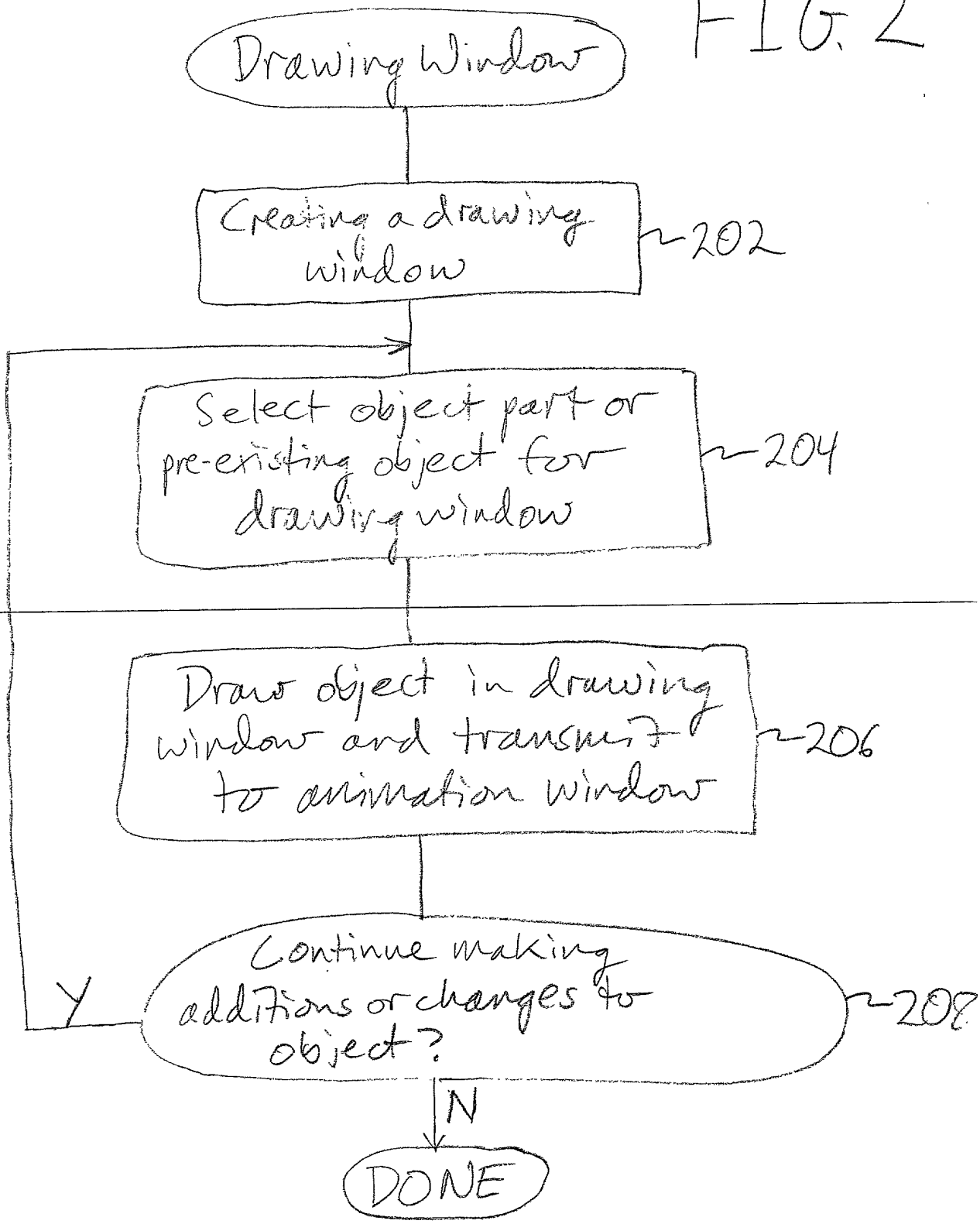

Drawing Window
Creating a drawing window
202
Select object part or pre-existing object for drawing window
204
Draw object in drawing window and transmit to animation window
206
Continue making additions or changes to object?
208
Y
N
DONE

FIG. 3A

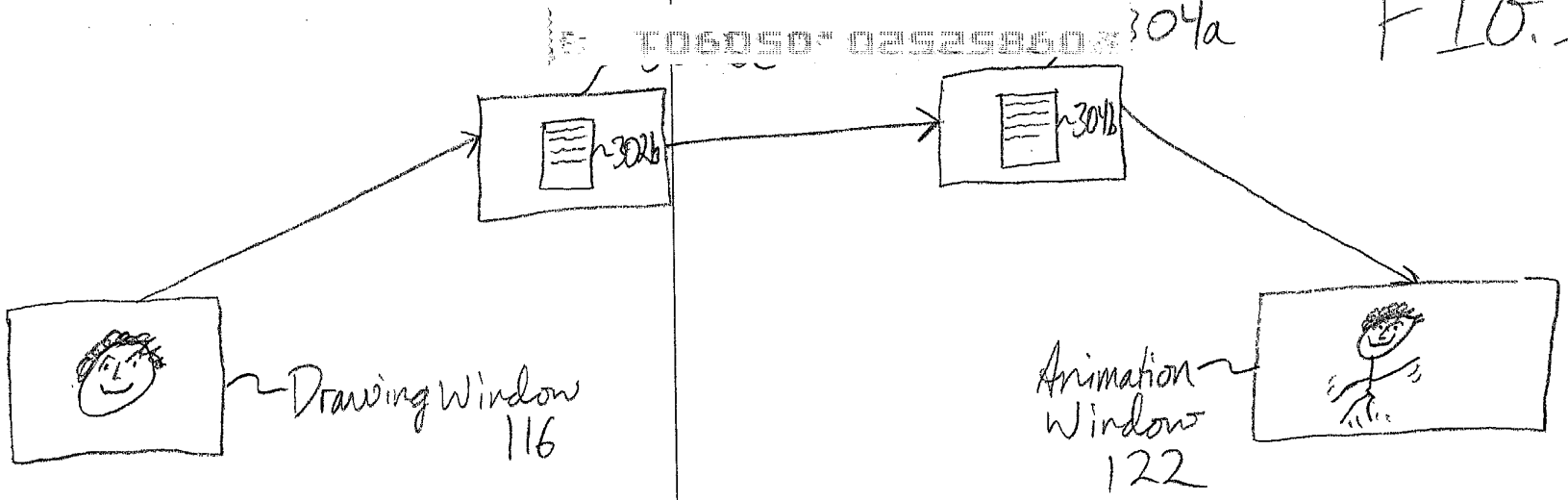

304a
302b
304b
Drawing Window
116
Animation
Window
122

FIG. 3B

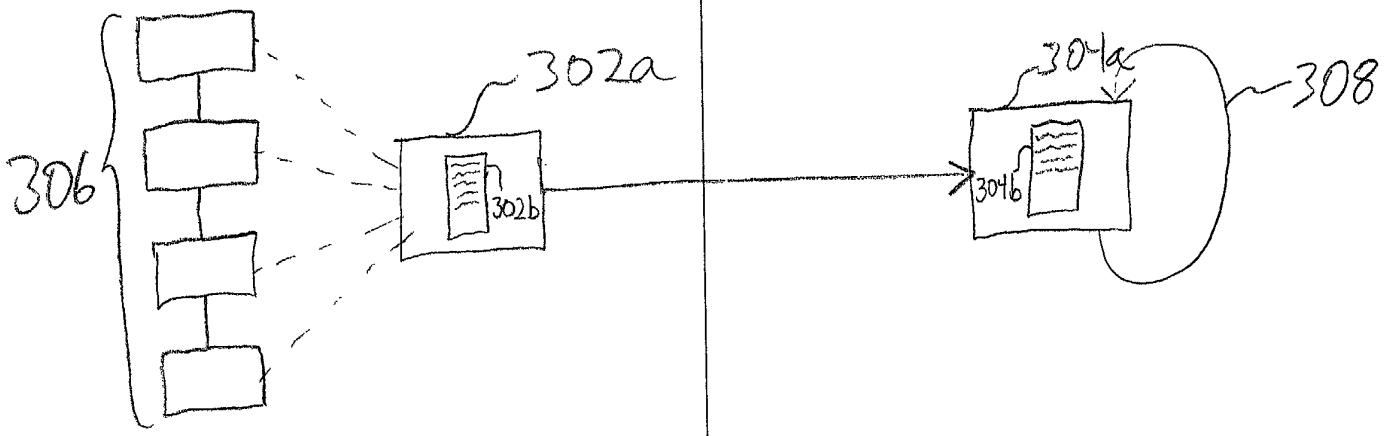

306
302a
302b
304a
304b
308

FIG. 4A

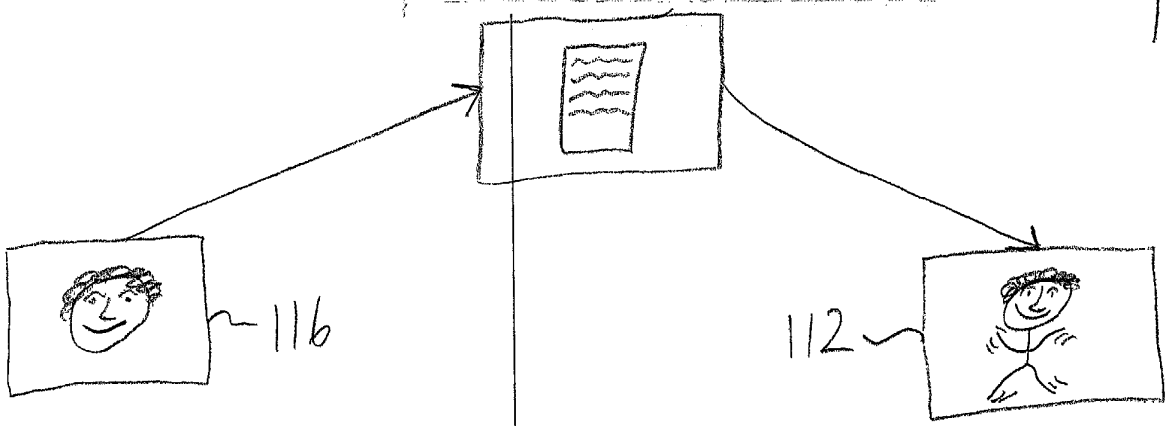


FIG. 4B

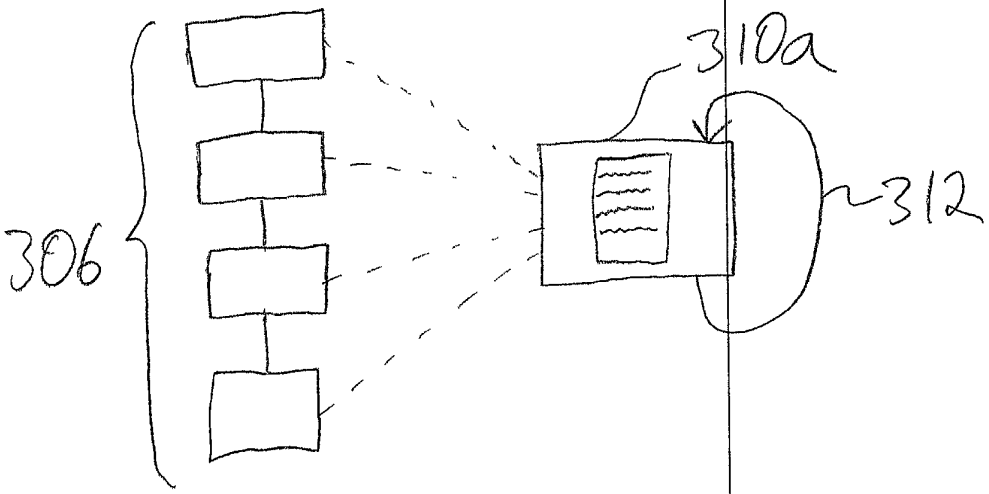
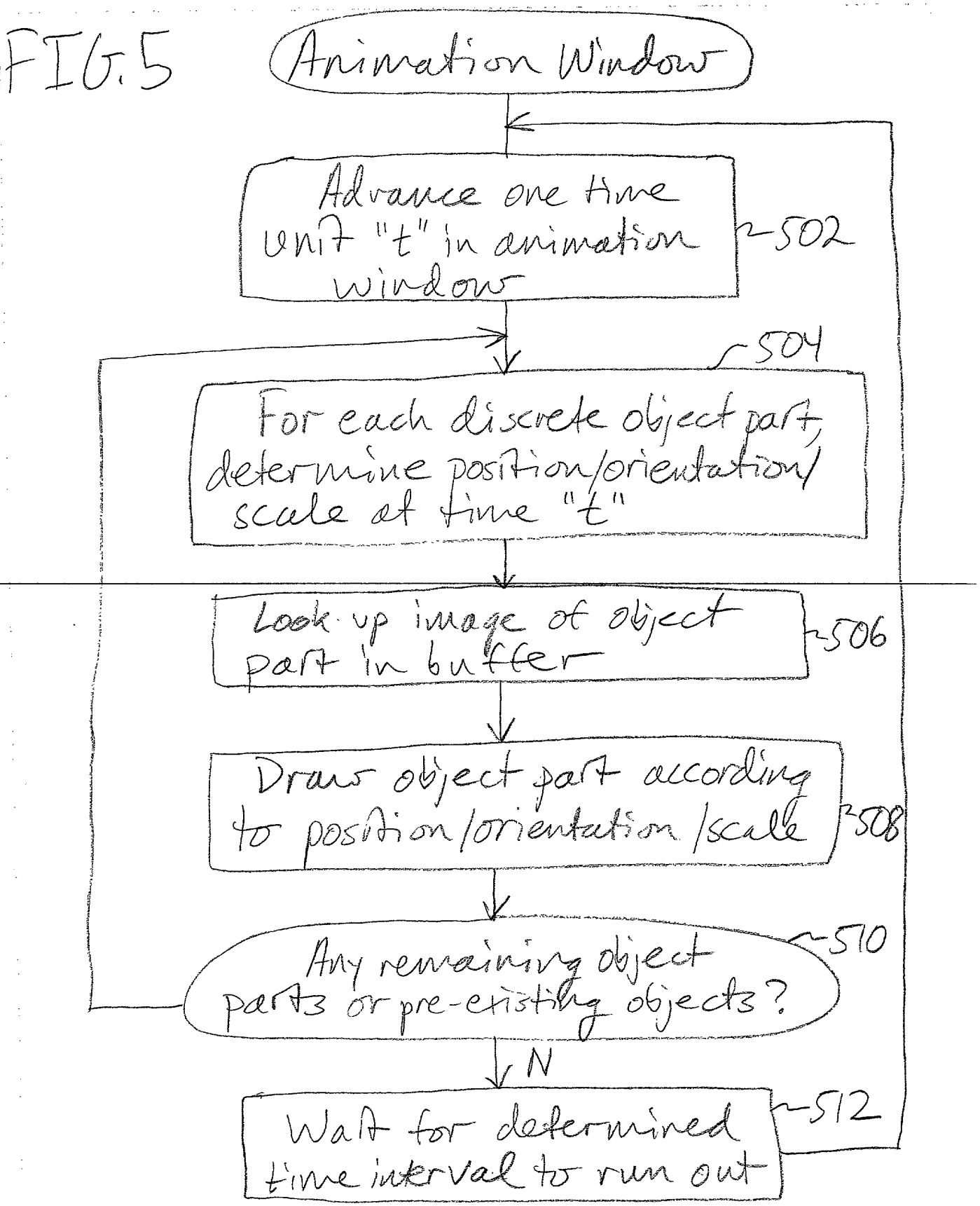


FIG. 5


Animation Window
Advance one time unit "t" in animation window
502
504
For each discrete object part, determine position/orientation/scale at time "t"
Look up image of object part in buffer
506
Draw object part according to position/orientation/scale
508
Any remaining object parts or pre-existing objects?
510
N
Wait for determined time interval to run out
512